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The AVALON HILL

GENERAL

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BATTLE OF MIDWAY — 25th ANNIVERSARY
(Actually, it's only the 24th — we're just getting the jump on everyone else)

\$1.00

Midway's C. Wade McClusky
AVALON HILL MAN OF THE YEAR

FULL YEAR \$4.98

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The AVALON HILL **GENERAL**

...a bi-monthly magazine mailed pretty close to the first day of January, March, May, July, September and November.

The General is edited and published by The Avalon Hill Company almost solely for the cultural edification of adult gaming. (It also helps sell Avalon Hill products.)

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Cover Story...

Man of Year Honor to U.S. Navy's C. Wade McClusky

June 1, 1966, the anniversary of Midway, will pass by without too much of a hurrah from this nation. Probably because the battle didn't start until June 4.

More than likely the battle wouldn't have started at all had it not been for one man....Lt. Commdr. C. Wade McClusky. Where all others failed, only McClusky was able to locate the on rushing Japanese Carrier Forces as they sped toward the strategically important island of Midway.

Flying his Dauntless Dive Bomber, McClusky turned right instead of left and by intelligent calculation figured out where the enemy would be. The rest is history. McClusky's wing destroyed two carriers on the spot as the battle for supremacy of the Pacific began.

Historians have disagreed as to what actually followed. Some say that McClusky returned to his carrier, the Enterprise, then took off and sank a few more enemy ships. The fact of the matter is, McClusky was riddled with bullets as he was chased by several Japanese zeros and barely made home. Once on board he was relegated to sick bay for the duration of the Midway conflict. Nonetheless, his initial contact provided the U.S. Forces with the head start they needed to overcome the handicap of being grossly outnumbered in ships and planes at that time.

Those of you familiar with the game, Midway, know that the Japanese have a definite advantage and should win the game everytime. Thus you know exactly

how great a contribution McClusky's initial search was.

Now retired from the Navy, McClusky is very active in Civil Defense. Unfortunately, his innominate nature has left him with a smaller niche in history than he deserves. But fortunately for Avalon Hill, making his home in Baltimore county made it quite convenient for Avalon Hill to make use of his personal services as a historian and technical advisor for the battle game, Midway.

No doubt the coming year will see a resurgence of books and movies on this particular conflict. Avalon Hill now wishes to go on record as being the first to bestow upon him the honor he so richly deserves - Man of the Year.

Operation Atsui

By Bill Stone

Operation Atsui, (which is Japanese for 'hot,') was designed by me to defeat any American forces that might attempt to stop the Japanese from taking Midway and defeating the American fleet. Most often I have seen Japanese plans for MIDWAY that call for the Nip commander to wait, mass all of his forces together, then steam across the board and crush the enemy with heavily superior forces. Therefore, this plan entails the use of smaller, less powerful Jap forces put into play somewhat earlier in the game. The task forces keep the American guessing as to the whereabouts of the Nipponese concentrations, and, although they may seem numerically inferior, the position of the carriers usually affords the Nip planes mutual support. The Japanese must expect heavy losses to TF-1, (in many run-throughs it was virtually annihilated,) which is very vulnerable at first.

Start Search Force (Tone) on turn #1 at A-1-A: A-1-I, B-2-E, C-3-A, B-3-H, C-4-D, C-5-C, D-5-H, E-6-D, D-7-B, C-7-F, C-6-I, C-6-C, C-5-F, joins TF-II.

The Tone is on the board only because it is a good idea to be able to see what the Americans are doing. The maneuvering allows the Tone to search most of the board and still keep away from the American planes.

Start TF-I (Hiryu, Soryu, Nagara, Chikuma, Kirishima, Haruna) on turn #8 at A-1-A: A-1-C, B-1-H, C-1-G, C-1-I, D-1-H, E-1-G, hold, E-2-F, F-3-B, hold.

Because of its weakness in anti-aircraft power, TF-1 should keep half its fighters on CAP when within range of American planes. This group is supposed to contest the American fleet with its planes and avoid ship-to-ship combat.

Start TF-2 (Kaga, Akagi, Haguro,

Myoko, Kongo, Mogami, Mikuma) on turn #10 at A-5-D: A-5-F, B-5-E, C-5-D, C-5-F (joined by Tone), hold, D-5-E, E-5-D, E-5-F.

This is the main Nipponese force: it can support TF-1 in striking the American fleet, but should save its strength for the Midway reduction.

Start TF-3 (Zuiho, Atago, Yura, Chohai, Hiei, Kumano, Suzuya) on turn #11 at A-6-A: A-6-C, B-6-B, C-6-A, C-6-C, D-6-B, E-6-A, E-6-C.

TF-3 is the invasion force and can usually be moved secretly across the board to attack Midway. It goes without saying that you should protect the Atago.

Start TF-4 (Nagato, Yamato, Sendai, Mutsu, Hoshio) on turn #16 at A-5-G: A-5-I, B-5-H.

Use TF-4 to harass the Americans if they try to run westerly from Midway. Surface combat is best if possible.

At this point, Task Forces 1, 2, & 3 should be on Midway by 0900, June 5. Launch an airstrike with all but TF's 2 and 3 fighters on Midway, (reducing it to zero in one turn, most likely,) at 0500. Send the TF 2 and 3 fighters up over TF's I and II.

I would appreciate any comments or criticism: Bill Stone, Box 547, Fredericksburg, Va.

Helpful Hints for Hopeless Oafs

According to a recent survey, the aggregate won - loss record of those who have advertised in the "Opponents Wanted" section is 7,097 wins - 16 losses.

You winners, whoever you are, need read no further. This article is dedicated to the 7,097 losers. We shall attempt to offer in the following paragraphs some hints on how you can improve on your record. We do not claim to put forth infallible hints but any kind of help we offer is better than the present advice you have been long suffering under.

Football Strategy: On defense, start conservatively and use Defenses E, F, and H quite often. Just when your opponent feels that you are developing a stereotyped pattern, throw in Defense I and an occasional B and C. Give up the short yardage and force him to call more ground plays. On offense, avoid the "Fumble" and "Interception" plays while awaiting for some hint as to whether your opponent will play conservatively or will gamble on defense.

Baseball Strategy: On defense, avoid giving him the long ball even if it means your opponent "single-doubles" you to death. Start the game with the average Team Fielding Value behind a left-

handed junk-ball pitcher. When in trouble and you need a few outs that will not advance baserunners, come in with a fast-baller, preferably left-handed. At bat, goad your opponent into defending exactly as described above. He will eventually panic and give you the opportunity for the long ball in which case an educated guess will prove beneficial to you in the long run.

Dispatcher: Unfold the playing board and sit at the western dispatcher's seat as quickly as possible.

LeMans: When team racing with 3 or 4 cars at once, get a slower car out front if at all possible. Slow cars can often block the path of opponents faster cars preventing them from taking their full speed allowances. Take chances on the curves. The gambler wins this game.

Management: Do not overconstruct factories. One standard and one automated will be plenty. Sharpen up on your memory...the Buyers' markets and Sellers' markets are equally divided over the 24 Situation Cards. As the months pass, knowledge of this ratio will help you better predict the coming market conditions. Do not over-purchase the Raw Material units...failure to sell the Finished Inventory Units results in high overhead costs. Again, analysis of your opponents' actions, as in Baseball and Football, makes Management a game in which the better player wins every time.

Verdict II: No strategy here; basically a game of simple memorization of courtroom procedures.

U-Boat: As the Destroyer Escort, stay clear of the U-Boat's torpedoes (move only one square per turn) until you feel your opponent has used up his torpedo allotment. Always approach in a manner where you can pass over no less than 3 of the 6 squares the U-Boat could have moved into under emergency speed. As the U-Boat, conserve your torpedoes in the event the Destroyer Escort players plays a waiting game. When under depth charge attack plan your move so that the Destroyer will not be able to cover many of your possible locations. Lull him into facing away from the convoy at the end of his Turn. Avoid middle depths, stay either at the bottom or 100 feet. Most Destroyer players drop depth charges to 200 or 300 foot depths, figuring a near miss being just about as good as a hit.

Battle Games in General: It is impossible to offer all-encompassing advice in a brief paragraph. With so many variables found in each game, there develops a thousand and one different strategies...many of which are excellent. We will attempt, here, to offer a few generalities of play improvement

that can be applied to all battle games; the military commander must have a plan. This plan must have a principal objective. The plan itself must be predicated on simplicity as experience shows even simple plans are difficult to carry out. You must have unity of command in order to achieve your objective, you must sooner or later revert to the offensive and to succeed on the offense you must employ a prudent maneuver in order to place your combat units into a mass in a place where you can achieve a decisive local superiority. You must effect economy of force in all areas so that your mass is as powerful as possible at the decisive point. This mass, or center of gravity, must appear as a surprise to your opponent so that he is caught off balance. You must maintain a satisfactory degree of security in less vital areas so that you yourself are not surprised and caught off balance by opponents' attempts at creating this surprise.

Now let's see some of you losers get back on the winning track. If you can't, remember there is always our Squander game - the game for born losers.

Avalon Moves Below the Hill



You've heard of people living on the wrong side of the tracks. Well, sir, Avalon Hill has moved under the tracks. Their new location at 4517 Harford Rd. is actually below street level overlooking Sunken Heights Terrace, a suburban metropolis of northeast Baltimore.

"Down in location but up in quality" is their motto...and the move into expanded facilities serves to combine most of the functions of game publishing heretofore subcontracted. Avalon Hill now has its own art, typesetting, platemaking and printing facilities all under one roof.

Why the move? Usually, the stock answer is: young companies soon realize that to operate more efficiently they must consolidate their efforts, just as an army commander masses his troops to engender unity of command and economy of forces.

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For the specific reason behind Avalon Hill's move, we asked their imaginative young marketing director, Thomas N. Shaw: He replied, "We're a young company and realize that to operate more efficiently we must consolidate - just as any Army Commander masses his troops to engender unity of command and economy of forces."

Pointing the same question to their Vice President, A. Eric Dott, he unerringly replied; "This expansion move will enable us to produce the games at less cost per unit - that's why we increased the prices of our games last March...hmmm, that doesn't sound quite right does it?...I really don't know now that you come right down to it. Actually, you better ask President Sparling for the reason behind our move; you can't expect me to know everything about the company now, can you?"

You bet you don't know everything about the company...President Sparling retired several months ago.

Noting that we were not about to get a serious reply from these clowns, this report must end on the prediction that Avalon Hill's move will be of ultimate benefit to the loyal game fanatic in that this expansion will guarantee a continuous flow of quality products for the above-average person and provide room for Avalon Hill to develop a closer camaraderie, through continual upgrading of this magazine, among the dedicated hard-core group of Avalon Hill devotees.

Midway by Mail

By Dr. Earl Hodin

The game, as outlined, is played by three people - each one in turn acts as JUDGE in a suggested round-robin of three games. The use of a third player admittedly is a disadvantage by way of its inconvenience; I believe, however, this will be partially compensated for by several advantages - greater realism in places and an accurate check on recorded results, to name two. I have not tested the method as yet; however, I would be perfectly willing to act as JUDGE for any two players who wish to try it out.

The JUDGE in this system acts not only as a roller-of-dice, but as an arbitrator of all disputes arising out of inadequacies of the system as outlined. I trust this will add an element of self-correction to what would otherwise be an ambitious undertaking.

A - U.S. Player B - Japanese Player

SEARCH PROCEDURE

1. A & B advise JUDGE of:
 - (a) movement of ships
 - (b) Search Plan - listing all areas

they wish to search, in order - they may, if desired, place a STOP ORDER at any point (e.g., "stop search when one carrier located," or "stop search after air searches if at least one ship located," etc.)

(c) "Readying" and/or "De-reading" specifics for all carriers - JUDGE will assume that all planes once readied remain so and all planes refueling are ready on next turn, unless otherwise informed.

2. JUDGE conducts search, taking into account all STOP ORDERS - an automatic STOP comes into effect when all the ships of one side have been located - JUDGE then advise A & B of:

(a) areas opponent has searched, up to any executed STOP.

(b) successful search results.

(c) presence of JAP ships at MIDWAY, if any - identified ATAGO by name if applicable.

(d) conjunction of opposing ships in same zone, if any.

AIR-TO-SHIP COMBAT

1. A & B exchange operations plans - a copy of each goes to JUDGE

2. All Defenders decide

(a) Fighter planes stripped-off, if any

(b) Disposition of ships in Combat Zone(s). Copies of this are sent to opponent and JUDGE

3. All Attackers decide disposition of attacking planes - copies of this are sent to opponent and JUDGE

4. All Defenders assign anti-aircraft fire (and stripped-off planes if any) - send to JUDGE only

5. JUDGE resolves all combats (fighter vs. fighter and air vs. ship) and sends results to both opponents - he also sends results of any attacks on MIDWAY and, taking into account the presence of any JAP BBS on MIDWAY, advises both players of new Relative Fortification Strength - finally, he decides the type-losses of planes on MIDWAY (if any) by equal distribution among the three types - odd numbers of losses are assigned in the order (1) F (2) D (3) T

6. A & B advise each other of location of ships that have launched or received attacking planes - they inform JUDGE of specific landings (may be done in same letter as new Step #1 of Search Procedure)

SURFACE COMBAT

1. B sends initial disposition & 1st move to A and JUDGE

2. A sends initial disposition & 1st move to B and JUDGE

3. B sends Fire Pattern (if within range) to JUDGE only (A, when he is within range, sends Fire Pattern to JUDGE in his STEP #2 letter)

4. JUDGE resolves all combats and sends results to both players. If a

player wishes to withdraw, he must include this request in his "Fire Pattern" Step (#2 for A, #3 for B), but only in that letter to the JUDGE - JUDGE will resolve all withdrawal attempts and enclose results along with those of the combat - if withdrawal successful, resort to SEARCH PROCEDURE; if not, repeat SURFACE COMBAT Procedure.

Of course, the means by which one phase resolves into another is governed by the original MIDWAY BATTLE MANUAL. Earl Hodin, M.D., 18F Clintwood Dr., Rochester, N.Y. 14620.

Play-by-Phone

A friend and myself have played by phone off and on for quite sometime now, so was surprised to see a system in the latest General (March, 1966). I agree with the system through step 2, but 3, 4 and 5 make it much harder than necessary. All that is needed once the move is agreed upon (assuming that both parties have the same phone book) is for one to call off a page number-- followed without pause by the other party naming a column and item number. Each party notes the numbers. This is repeated as many times as there are combats. The parties then look up in the book the designated coordinates and take the last digit of the number (counting the columns from left to right and the items from top to bottom) and check their results. This eliminates all the adding, name copying, and other confusion that the published method contains. It is so fast that in the early moves of Afrika Korps more than one round can be played in a single conversation. I hope this will be helpful to any persons who read the original article and are using that cumbersome method. David J. Simecek, 3017 Woodlark Lane, St. Paul, Minn. 55111.

The AH Intercontinental Kriegspiel Society

Mr. J. K. Norris of Wick, Caithness (Scotland) has been chosen the Representative of the Avalon Hill Intercontinental Kriegspiel Society (AHIKS) for Great Britain. Mr. Norris has many years of experience in war gaming and is well oriented about all Avalon Hill war games, especially Stalingrad and Blitzkrieg. Adult players in Great Britain or Ireland may contact Mr. Norris for information about the AHIKS and an application form.

ICRK Replaces Stock System

The 'Individual Combat Resolution Key' (ICRK), developed by the AHIKS, has found such an enthusiastic acceptance, that this system is now adopted

as the only method for resolving combat within the Society. This eliminates the need for stock listings and saves much time and inconvenience. The ICRK service, however, can only be extended to members of the AHIKS.

Guadalcanal Accepted By Ahiks

Guadalcanal, Blitzkrieg, Battle of the Bulge, Afrika Korps, Stalingrad, D-Day and Waterloo are the games officially selected by the AHIKS. Any adult, who would like to be matched with an interesting opponent for a correspondence game, please contact Mr. Henry H. Bodenstedt, P.O. Box 809, Freehold, N.J. 07728.

AH Play-by-Mail League

The renewal of membership has been a success with an increase in new members. The office has an over-flow of game requests it hasn't been able to answer yet and it apologizes for it. After introducing the Bulge to our game list only one game has been able to be matched. This would lead one to believe that one of AH finest games is not popular.

Members:

A new introduction sheet will have arrived or will be arriving soon. Please read this over thoroughly. It describes the league's policy on play-balance rules and optional additions. Note the change in the stock list.

Have you renewed your membership? If you are one of those who was not aware of the fact, just send your dues to the league office with any game addition or address change.

Want to join the only war-gaming organization that will rate you according to your ability? Do you want to play with those who have the same experience as yourself? Well that's what the league does. To join just send for particulars to: Bruce Mathews, 423 W. First St., Cloverdale, Calif. 95425.

Would You Believe...

The Duke of Wellington and Napoleon Bonaparte were both born in the same year, 1769. Each was born on an island, each became fatherless in boyhood, each had four brothers and three sisters; each attended military school in France and at the same time. Both became Lt. Colonels within a day of each other, both excelled at mathematics, both were great soldiers, and each commanded a great army. Both are remembered for Waterloo where one became victor and the other the vanquished.

The Principles of War for the AH Wargamer

by

M. J. Frankwicz
former Capt., U. S. A.

Capt. W. L. MacMurdy, U. S. A.

M. Brundage, Editor

About The Authors

Mr. Frankwicz has served nine years with the U.S. Army and is a combat veteran of Vietnam. He has maneuvered across many of the battlefields depicted in AH games. At the time he left the army he was one of the few learned men in the art of Guerrilla warfare. At present he lived with his wife and daughters in St. Louis.

Captain MacMurdy, the co-author of this series, comes from a long line of military men. He is at present stationed in Washington, D.C. where he is attending the Army's Intelligence school.

Both these men are professionals and are well suited to bring to us this series.

An Introduction

This column will be an attempt to relate theory to practice. The theories we shall be discussing are the Principles of War.

There are those who criticize theory as being the work of a bunch of classroom and library-ridden scholars; a thing that every 'practical' person knows won't 'work' in practice. These are the untried or the unwise and their success will be limited, if not already so. For in truth, 'the book' and 'the theory' are the result of a great combination of study and experience of successful veterans, and these men are generally the first to know when 'the book' doesn't apply. For although it is the best possible guide, we still have to do our own thinking.

"You have to know 'the book' to know when to violate 'the book'," a wise old commander used to say. The fact is, 'the book' and the Principles of War usually apply. AH players who don't already know this will find that they apply to our favorite games as well.

The Principles of War were first written in a meaningful fashion by the Prussian General Carl von Clausewitz during the Napoleonic Wars. They have appeared in many forms and languages since. This series will most often use the current U.S. Army version as a guide. If you are not as skilled at this

kind of wargaming as you would like to be, we hope to give you an abridged version of 'the book' from which to learn. If you are an accomplished military student, we shall strive to provide you with a useful reference manual.

The list of Principles we shall work from includes the Principles of the Objective, the Offensive, Mass, Movement (sometimes called Maneuver), Economy of Force, Surprise, Security, Simplicity, Unity of Command and Cooperation (sometimes called Coordination). Of course, there is some variance from the real life application of these principles amongst the various games and we will discuss them as we meet them. You will see that these principles are much dependent upon each other, for example, Mass could not be achieved without Movement & Economy of Force. So, as a result, in any discussion it is sometimes hard to know whether you are talking about one or another of these rascals. However, we must provide for all of these in our game. Forgetting one will probably be a fatal mistake.

Generally, we will present this series, a principle at a time, in the same order as the above list. Although each article will be separate, the high points of some principles, such as Mass and Movement, will require more than one article. You will see how each principle builds upon those previously discussed. Part of your success in application will come from your ability to pin point these concepts mentally and form a kind of checklist which will help you to provide for all of them in your wargaming. If you like, prepare yourself a checklist from these articles with pencil and paper that you can easily refer to as you play. Many professional soldiers do just that for the real thing.

You will be introduced to a sizable list of military terms. Some of these will be discussed several times in connections with various principles. When this happens, we recommend that you review the previous articles in which the term appeared to check the definition and its use with other principles. This will help provide you with an overall concept. At the same time, you will see how these principles connect together.

Next issue: The Principle of the Objective... Myron R. Brundage, 2437 W. Sunnyside, Chicago, Illinois.

Conditions of Victory

by Barry K. Branch

Warfare is never purely offensive or defensive, and victory in A-H games should not be a result of merely hang-

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ing on until the time runs out, as it is for the British in Afrika Korps, or the Americans in Bulge. I would prefer to see A-H games embody victory objectives for both sides of a game, with the recognition that if both sides fail in their objectives, the result is a stalemate.

In A. K., the German conditions would stand as is. The British condition of victory should be the similar control of the four cities, or control of the four areas plus the elimination of all German armored units. Any other result would constitute a continuing threat, and should stand as a draw.

In Stalingrad, German victory is as stated. Russian victory should come from driving all but 5 Axis corps out of Russia; any less result would be a continuing threat to Russia, and is a stalemate. The Russians could also achieve a "double" victory by invading Germany - moving 10 Russian corps off the West edge of the board, Polish area, and keeping their supply open for four turns.

In Bulge, the German conditions are stated. Allied victory should result from (a) destruction of all but 6 panzer regiments, or (b) the Allies rolling all but 4 German units back East of the main Liege-South road (BB to FF) and holding the road and towns (Aywaille-Manhay - Houffalize - Bastogne - Martelange) free of German control for four turns, anytime after Christmas Eve. Though the Germans might not attain their victory, the Allies would be stalemated unless they reopen direct communications between their two Army Groups. I would also provide a "half" German victory in Bulge. If the German finds he cannot cross the Meuse in force, and does not wish to go over to the defensive (to try for a draw), he could try for the limited objective victory by following the advice of Model and von Rundstedt to swing North toward Liege, outflanking the Allied troops in the Huerfgen Forest and the Aachen salient. The Forest runs North from Monshau, and Liege is only about 20 miles northwest of Spa. To achieve this objective, the German must move sufficient forces (using the number and type set forth for Meuse victory) off the board at BB North, and keep their supply open for four turns. Such a move, if successful, would have seriously threatened the Allied forces which had become embroiled during September, October and November in the fighting between Aachen and Monshau, and would have further stalled the Allied drive for Cologne. Hitler refused to settle for this limited objective when his offensive was contained, but insisted on vainly trying for his larger "decisive victory".

These double victory conditions would add flavor to the games, and

would recognize that the defensive player may not just sit and wait for the time to run out, but must - at some-time launch his own offensive and achieve some definite objective of benefit to himself.

D-Day: the Left Hook

Not to detract from the excellence of other A-H games, it is my opinion that D-Day remains the most fascinating item in the line, due to the wealth of historical background on places and units involved, and because of the wide variety of possible tactics.

Assuming your German opponent is capable, he will have set up his heaviest invasion defenses on the North Sea and Calais coasts, with few units in Brittany and fewer in the Biscay area. He will have strong forces in Normandy and Le Havre. One good invasion area that you must not overlook is Biscay. After the war, von Rundstedt admitted to British interrogators that he had greatly feared a Biscay landing, due to the lack of natural defense lines, and to the possibility of encirclement of the Normandy and Le Havre forces.

The rules for 1961 or Tournament D-Day provide excellent opportunity for elimination by encirclement; this opportunity should be used to the fullest, for great battles can be won with a minimum of loss. Encirclement forces the German to do the attacking, and can cost him many units he would need later to man the Siegfried Line.

I recommend you consider invading Biscay, moving East along the Loire (which becomes an excellent flank defense line), then hooking your spearhead left into Caen or Le Havre, to open new supply ports. Even a hook to Argentan will do the job. If Adolf has left his units in Normandy and Brittany they will be encircled and destroyed; if he has pulled them out, you may open and use these ports, the same as if you had invaded there. Under 1961 rules, you may even hook your Schwerpunkt to Dieppe or the three Channel fortresses, putting heavy leverage on the North coast and luring reserves Westward. Because of the limit of forces landed through Biscay, the risk is great, but so is the prize.

With ports opened, further hooks East and North are bound to draw units from the North Sea and Calais defenses, weakening them for the second landing. Barry K. Branch, Attorney, 2106 Elm-hurst, Royal Oak, Michigan.

Blitzkrieg Air Power

by C. R. Wagner, SSGT, U. S. A. F.

If one was asked to point out the most distinctive feature of Blitzkrieg it would

surely be the Air Power provisions. Yet, Air Power is not often the factor that determines the outcome of the game. Usually, the superior ground forces commander will have the game won before the effect of any possible air inferiority on his part can be felt. Why? So great is the difficulty in gaining overall air superiority that even a vastly superior air commander has little chance of pressing home his advantage in time to effect the outcome of the game.

For the purposes of the game and this article, air superiority can be defined as the ability to use every bomber and ground attack squadron on any target within range, without suffering losses due to enemy fighter action. Obviously, if one can gain this degree of control, he has the game won. It is also apparent that fighters are the key to air superiority.

If both players are moderately competent, it takes a very long time for one of them to work a slight edge or local air control into overall superiority. Usually, each can get off one or two good strikes a turn, possibly trading fighter squadrons, until the game is won on the ground. The reasons for this essentially stagnant situation seem to be (1) the even starting condition, (2) the low level of attrition of fighter units due to the present Fighter vs. Fighter table, (3) rounding off odds for FTR/FTR combat in favor of the interceptors, and (4) the near impossibility of catching fighters on the ground.

The function most limited by a lack of air superiority is that of interdiction. If one player can interdict 3 or 4 squares directly behind the enemy front in coordination with ground forces attack, that section of the front disappears! Try it without having a vast superiority of fighters and you must either cut down to interdicting one square, accept stiff losses of bombers by sending more than 4 factors to one area and protecting others, or accept losses of both fighters and bombers by spreading the escort evenly. Strategic attacks made within range of enemy fighters have the same drawbacks. You may get off an attack in an area outside the enemy's fighter range but unless he is entirely inept, you will not get many opportunities.

In order to keep the air situation from bogging down I have the following suggestions:

1. Revise the Fighter vs. Fighter table. A very small increase in casualties would cause the air situation to evolve much more rapidly.

2. Round off interceptor/escort odds to the nearest whole number instead of in favor of the interceptors.

3. Make it possible to intercept bombers along their route as well as

over the target. It would then pay to escort part of the way. Different groups of fighters could attack at different points, though only one attack per squadron, per turn would be allowed. This would require a good deal more skill on the part of both players, and because of increasing bomber losses, would require some very tricky replacement decisions. Needless to say, it increases realism.

Some tips on playing under current rules follow:

1. If you manage a successful invasion, move some bombers in immediately. This spreads your opponents fighters much thinner. Medium bombers are especially suited for this due to their dual role.

2. Having fighters at sea is like having ten extra bases. Keep them there.

3. Sometimes a joint para-drop/interdiction operation immediately behind the enemy front yields excellent results. Watch for a 1-4 to 1-6 in the paratroop screen on which automatic victory by airborne units is possible.

4. Limit yourself to one good air attack per turn, unless you have control of the local air space. If you do have local superiority, use every bomber, every turn you can.

5. Attack your opponents bases with strategic air power early and systematically. Hit the most forward bases first and keep it up. Whoever starts this first has the edge. At the same time, garrison bomber bases close to the front with 7 factors whenever possible. This requires a two squadron soak off. These garrison troops may also serve as local reserves.

6. Control of the small minor country Northeast of Lake Pinsky is vital to the Blue defense and gives him three excellent bases. Deep penetration over Red territory can be made with SAC bombers. If Red can hold this area, Blue runs out of easy defendable terrain and must disperse his aircraft to more widely separated bases. Red, however, can survive without holding this area.

7. Replacements: Priority for replacements should be as follows:

- 1st - Airborne ground forces if you have suffered considerable losses.
- 2nd - Fighters
- 3rd - SAC and Medium bombers
- 4th - Ground units

If only one side follows the above program, that side will have complete air control by the 8th move. Do not replace ground units until all possible airborne and air units (TAC an exception) are on the board. Do not let your opponent get more than a 4 factor lead in fighters.

8. Remember: Fighters are the key - don't waste them. You can stand

a 3 or 4 factor loss of bombers much more easily than the same loss in fighters. Comments please: SSgt. C. R. Wagner, Box 6008, APO San Francisco 96328.

Minor Country Armies in Blitzkrieg

By Richard C. Giberson

The use of minor country armies (see March '66 Issue) adds a unique dimension to the play of BLITZKRIEG. The following is suggested rules regarding their use. When using this optional rule, disregard the Minor Country Rules from the Tournament game.

MOVEMENT--Movement of minor country troops is confined to their own country until the country is captured. Minor armies (MA), have no zone of control across their borders. Movement of MA is done by the opponent of the invader.

CAPTURE OF MINOR COUNTRY--Capture occurs by eliminating completely the MA from the Minor country or by simultaneously occupying all cities in the minor country. When a Minor country is captured all of the troops of that country revert to the control of the invading Army--they then can be used in the same manner as ones own troops, thus they can cross other borders.

If the second major power invades a Minor country before it has been captured, the country automatically reverts to the status of a captured country. It is considered as captured by the major power which has the most combat factors in the Minor country at the end of the turn in which the second major power invades.

PRISONERS--Minor army troops forced to retreat through enemy zones of control (or across borders) are taken prisoner instead of being eliminated. Prisoner units are placed upside down and underneath escorting troops. A total of 12 factors of prisoners can be on one square at a time--this is in addition to any escorting troops.

Captured prisoners have to be moved at normal movement rate to the Capital of the capturing army. Prisoners may be air transported within the total maximum of 12 factors per turn. However, air transported prisoners have to be flown with a minimum of two factors of guards, hence a maximum of 10 factors of prisoners could be air lifted on one turn.

Prisoners have no defense or offense capability. They remain prisoners until freed or until their minor country is captured.

FREEING OF PRISONERS--Prisoners may be set free by forcing the withdrawal of the escorting troops, or they may be voluntarily abandoned. Freed prisoners must proceed to a friendly city and stop for rehabilitation. They may not be used in offense until rehabilitated. They may be used in defense of an attack on the rehabilitating city.

MINOR ARMY USE BY MAJOR POWERS--The prisoner rule for MA's remain in effect. In this case however, 4 combat factors of prisoners per turn must be eliminated by the capturing army. They must have been in the Capital one turn prior to elimination.

LIBERATION OF MINOR COUNTRY--If the other major power is able to occupy all of the cities in a minor country which had previously been captured by the opponent, for two turns the country is liberated. All troops then revert to the control of the liberator. Any troops of the MA who at the time are in the zone of control of the opponent are automatically prisoners.

INITIAL PLACEMENT OF MINOR ARMIES--The initial placement of the MA's are to be in their cities according to the Table below.

MISCELLANEOUS RULES--Minor Air Forces (including Air Transport) are not captured they are eliminated instead.

There is no replacement factor for Minor country armies.

Minor armies may be used to cut supply lines and they are subject to isolation rules.

Minor country armies may not be moved on the turn that the second major power invades the minor country.

Flying planes over a Minor country is considered a violation permitting the Minor country army to move.

INITIAL PLACEMENT OF MINOR COUNTRY ARMIES

Country	City	Troops
YELLOW	V-20	3/3-6, 1/2-3, TAC, MDM
	M-14	1/3-3, 2/2-3
	U-11	1/3-3, 2/2-3
	CC-15	1/4-6, FTR
	X-27	1/3-3, 1/2-3
	EE-25	1/2-3
WHITE	VV-25	3/3-5, 1/2-6
	WW-32	6/2-2, TAC
	UU-37	5/2-2
BROWN	HH-31	2/3-6, 2/3-3, TAC, FTR
	NN-33	3/3-3
	OO-30	1/3-3
GREEN	EE-34	3/3-6, 1/3-4, TAC, MDM
	BB-31	4/3-4, FTR
	CC-39	1/3-4, 1/5-6, 2/2-4
	AA-42	4/2-4
BLACK	OO-40	1/3-4, 1/2-3 (Para) TAC, MDM

JJ-46 2/3-4, FTR
JJ-38 1/4-6, 1/5-6, 1/3-6
VV-42 3/3-5, 1/6-3-4

Comments: Richard C. Giberson, 1422 Agnes, Richland, Washington 99352.

The D-Day That Was

by Ralph Fellows

Those of you who have been playing the German side in D-Day and winning at it might like to try their hands at a game starting with the troops in the positions they actually occupied when the invasion took place. The following set-up is derived from the West Point Atlas of American Wars:

Statics: First, throw two away. One was occupying the Channel Islands, while the other apparently did not exist. Note that not all are placed directly on coastal squares. Put two statics on O-25 and one each on

E-12	Q-27	DD-42
G-14	Q-28	FF-41
J-17	R-30	II-32
K-19	R-34	LL-27
L-21	R-35	LL-44
M-20	S-30	RR-26
M-22	S-32	SS-32
M-23	U-40	TT-28
N-24	V-43	TT-31
P-26	X-42	

Infantry: Taking your choice between 3-4-3's and 4-4-3's, put one division each on

O-24	V-38
P-25	Y-41
R-28	PP-47
S-33	SS-36
S-34	UU-39
U-42	and one off the board, south of VV-43.

Parachute: Put the 6/2 regiment anywhere you feel like, but stay around Brittany. 3rd Division goes at W-42, 5th at X-39.

Armor: Exact units, for a change:

Lehr	X-32	116th	T-28
2nd	P-24	1st SS	L-17
9th	RR-33	2nd SS	QQ-40
11th	KK-41	12th SS	U-31
21st	T-32	17th SS	CC-35

Headquarters:

OBW	X-21	1st	LL-40
Neth	H-13	7th	W-35
B	V-27	15th	O-20
G	OO-39	19th	OO-29

Note that an unusually large number of troops are located in the Southeast.

These were, for the most part, doing unmilitary things like fighting guerillas.

When playing, you have a tremendous advantage over the original generals: you are one, they were many. They could not arrive at a workable plan for dealing with the invasion, although they apparently had some defense in the North Sea area that is not included in the game. With your troops in these positions, you will probably not have to worry about an invasion in Normandy, since nearly all the other areas are better suited for such operations. If you can hold out as long as the Germans did in the actual war, you have played an extremely good game under the circumstances. Ralph Fellows, Tremont Street, Duxbury, Mass.

German Chances in Stalingrad

By Carl F. Knabe II and
Roger R. Cormier

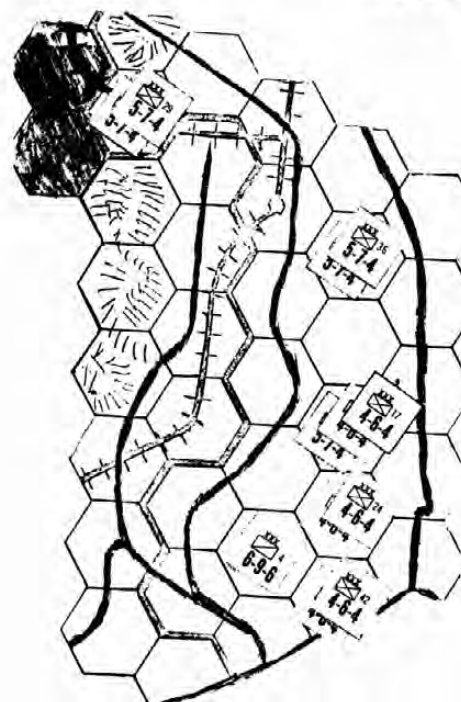
Due to the historical accuracy of Avalon Hill games, it sometimes occurs that a game is created "unbalanced" in favor of the side that had the advantage in real life. One such game is STALINGRAD: even with the reduced 4, 5, 6 replacement rate for the Russians and the play-by-mail combat chart, the Russians will win virtually every time that the game is played by two fairly competent opponents. As a result of this fact the German should not play a conservative game. The German will have to fight selected 2/1's, 1/2's, or, in dire necessity, even 1/1's, and be lucky in order to win. In STALINGRAD the German must fanatically seek every edge through use of terrain, movement, and combat.

The question arises: if the German must take chances in order to win, why not fight 1/1's, 1/2's, and 2/1's against the entire Russian line on the first turn and hope? The answer is that the odds are too much against the German in this procedure; even if he receives "better than average" luck, chances are that he has still lost too much force in the attacks he didn't win to have the mass left to take advantage of the opportunities that have been created.

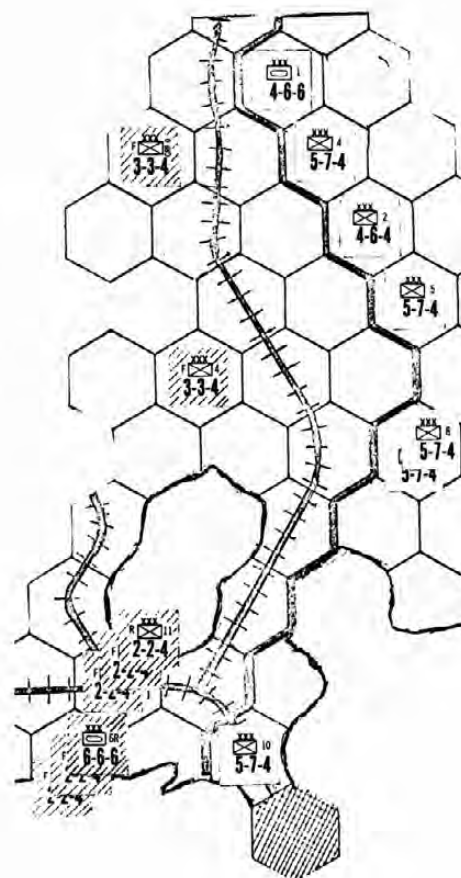
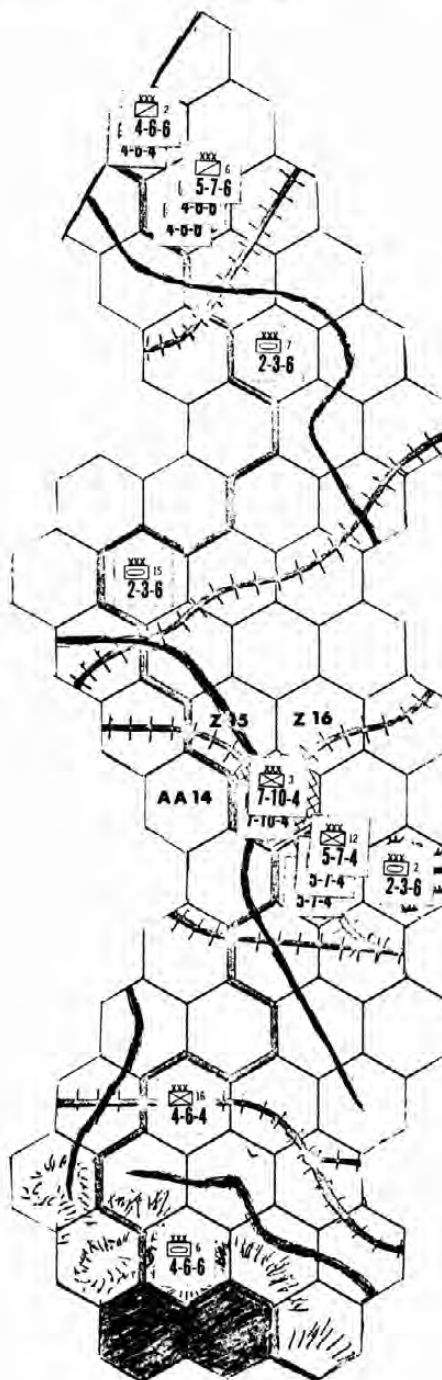
The key is in the word "selected" in the statement that the German must fight selected 2/1's, 1/2's, and possibly, 1/1's in order to win. The necessity to retain some mass requires that these "non-conservative" battles only be fought when there is some definite, important, strategic or tactical advantage to gained. Such important strategic battles might be 2/1 attacks that could result in the early capture of such cities as Brest Litovski, Kiev,

Minsk, or Smolensk, and, of course, Moscow, Leningrad, or Stalingrad.

The application of this principle can be adequately demonstrated against a Russian initial defense actually used by a nationally known war-game club of an Eastern college. This defense is tactically perfect, in that only one defense doubled 3/1 attack can be made, and that, only at the cost of placing all the German strength in the easily contained South and at the possible cost to the German of more than the unit and position are worth. However, this defense contains a serious strategic weakness which, if properly exploited, can result in the German gaining that initial edge essential to winning the game.



The strength of this defense is that the Russian, by concentrating power in the southern part of his line, has avoided giving the German a crack at a delaying unit at basic odds. The weakness of this defense, as is so often true, is the result of its strength. In order to concentrate power in the south, the Russian has left the Finnish Front



weak and has created a situation necessitating movement north of most of the Russian units on his part of the first turn. The cavalry and armor units on the northern bend of the Nemunas River move north to reinforce the southern part of the Finnish Front; the 7-10-4's and the 5-7-4's on the Bug River travel along the railroad through Minsk in order to take up defensive positions behind the Nemunas River; and heavy units go north to protect Brest Litovsk and the Bug River. The key part of this whole defense is the movement north along the railroad of the 7-10-4's to square V19 and then the using of all four normal movement squares to position S18, where the 6th cavalry is shown on the diagram.

The German takes of the Finnish situation by a defense such as one exposing only two 3-3-4's giving the Russian at best a 6/1 and a 5/1 crack, and concentrating strength in the southern part of Finland in order to nullify the benefits of the possible movement north of the Russian cavalry and armor units from the Nemunas.

Realizing that if this northern movement of the Russian army can be prevented at any point, a condition of temporary weakness in the Russian line will result north of this point, the German attack comes in the center against Brest Litovsk and the Bug River. The German fights a 2/1 and a 1/2 against the two 7-10-4's, splitting up the units in each attack such that both have units on squares AA14 and Z15. If either attack succeeds, the unit(s) remaining on square Z15 will cut the railroad through Z16 with its (their) zone of control, thus preventing the 7-10-4's from reaching S18. This means that not only will the Russian offense in Finland be crippled as the cavalry and armor units will have to remain to defend that part of the Nemunas which the Brest Litovsk-Bug units can no longer reach, but also there will have to be at best 5-7-4's on S18 and the German will be able to break the Nemunas River with a 3/1 attack on the second turn!

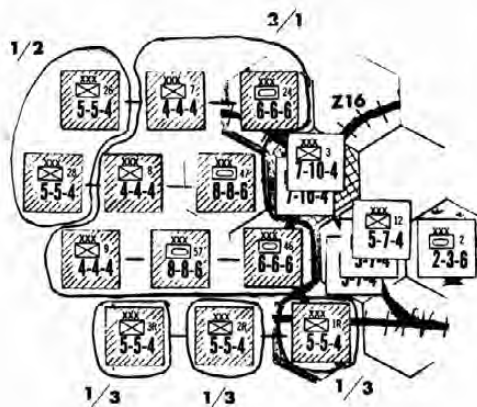
There is an 84% chance of one or both attacks succeeding. In the event of an exchange or 1/2 A-Elim, the German loses the three infantry units and one 8-8-6, leaving the three remaining armored units in or adjacent to Brest Litovsk. There is a 28% chance of actually occupying Brest Litovsk, due to a combination of a D-Back or Exchange in the 1/2 attack and any one of 7 possibilities in the 2/1 attack. Naturally, the 1/2 is fought first. There is a 50% chance that the German will lose no factors in the 2/1 attack alone. Three 5-5-4's are used to fight the three soak-offs, the average total loss for these being 4.5 factors. Optionally, one or two 7-7-4's may be

used to fight 1/2's since soak-offs are already required and a D-Back places the unit on the wrong side of the swamp, away from the Nemunas. Outside of the 10% chance for an A-Elim in the 2/1 battle and using 1/3 soak-offs, the average German loss is 17.6 factors and the average loss is 8.9 factors.

The three Russian delay units are eliminated at 7/1 odds. The German armor and major strength are held in the center to exploit any breakthrough, with sufficient force in the south for an attack across the Prut, in the event of a much weakened Russian defense there. Three 4-4-4 (and/or) 4-4-6 units are placed on each of the followingsquares: MM8, MM9, and FF10 in order to be able to outflank Russian Units along the Hungarian Border. Optionally, the German may also fight a 1/2 (a 4-4-4 and a 2-2-4) against the Russian 4-6-6 (the 6th) next to the Hungarian Border, as this could result in a definite position gain. A 1/2 attack which cannot result in a meaningful gain of position is usually a bad risk. As a general rule, fight 2/1's rather than 1/2's, as they accomplish more in destroying enemy units and in acquiring positions at less cost in factors per the same gain.

Of course, if the German receives an A-Elim. in the 2/1 battle, he has probably lost the game, but he has lost it anyhow if he plays conservatively against good competition.

On the other hand, by using selected 2/1 and 1/2 attacks, such as are seen in this illustration, if the German has some luck he has decisively improved his opportunity to win!



Address comments to Carl F. Knabe, 338 South Grant St., Bloomington, Indiana 47401. Or to Roger R. Cormier, Memorial 323, Indiana University, Bloomington, Indiana 47401.

Tank Tactics for Tactics II

by David Gasser

One of the surest ways to lose a game of Tactics II that I am aware of is the

improper placement and use of armor. Since the armored pieces are the most valuable, with the possible exception of paratroopers, the method with which they are used greatly affects the outcome of the game.

Proper placement of tanks within the bivouac areas is vital. If you are the attacker, it is a good idea to place them close to a port, if your strategy necessitates a deep thrust into enemy territory. If you are the defender, they must be placed where they will be close to the anticipated enemy action, but, as defender, never count on having the use of any one port, because it may be in enemy hands when your turn rolls around.

An all too common misuse of tanks is to scatter them all over the board, in an effort to "cover all areas". Tanks are powerful attacking pieces, and have maximum strength when grouped fairly close together. (Generally, however, tanks should not be placed adjacent to each other when playing with the nuclear capacity rule.)

One of the most effective types of attack is one in which the main blow is dealt by armor with the support of infantry, with a reasonable amount of units held in reserve. Do not use tanks in attacks in odds lower than 3 to 1; or use two tanks to attack an infantry at 4 to 1, because an exchange will result in your losing more than your opponent.

"Sandwich" Attacks Are Useful

Should the situation arise where the enemy has foolishly set his tanks up in a vulnerable position and left no screening units to prevent an attack from the rear, you may find it to your advantage to use a "sandwich" attack. Send an amphib unit or two to a beach behind his lines and advance them to a position where his retreat routes are cut off (Do not use paratroopers for this purpose, because they are too valuable to sacrifice). Then hit his front line with some of your tanks, and you should find that you can nail a good portion of his force.

To get away from tank troubles for a moment, I would like to comment on the present rules concerning mountain units and mountain movement.

Mountain Man Rules Unclear

The rules concerning mountain units and their movement and attack capabilities are incomplete in the present Tactics' Instruction Book and Reference Folder. After writing numerous letters to AH, and compiling information as best I could from the General, I have found the present ruling to be to this effect: Only mountain units are allowed in mountains, and any other unit's zone of control does not extend into the moun-

tains. A non-mountain unit may not move adjacent to a mountain unit in mountains, and should a mountain man in mountains move next to an enemy unit in a pass and elect not to attack, the enemy unit must attack or withdraw in its turn. If the only route of withdrawal is through the mountain unit's zone, it must stay and attack. In any case, if the unit attacks, it must do so at the existing odds; that is, it may not bring up more men to increase the odds in his favor.

Bah! This is sheer nonsense, because it is unrealistic and eliminates the possibility of any real action taking place in the mountains during a game. If an opponent wants to put a quick end to any mountain campaigns you have going, all he needs to do is place a mountain man next to one of your units in a pass and elect not to attack! If you stay and attack, you will have poor odds and even if you come out on top, he can always try again.

Change the Rules!

I think that the rules concerning this mess should be re-written and made more like those used in other AH games. A mountain man would still go through mountains at the rate of five squares per turn, but other units would move through at the reduced rate of one per turn. This would be far more realistic, and still preserve the idea of mountains being a "natural defense". (The river crossing penalty would be ignored for non-mountain units in mountains.)

I would be interested to hear anyone's views on the subjects I mentioned. All correspondence should be addressed to: David Gasser, 1450 Norton Ave., Glendale, Calif. 91202.

Bulge Opener

by Doug Cragoe

I have submitted what I think is a good opening position for the German player. With a little luck, the German can defeat the majority of American units he will meet in the first move.

Sixth Panzer Army (S.S.)

1SS/Peiper (Pz)	TT-9
1SS/4 (Pz)	TT-11
1SS/2 (Pz-Gdr)	TT-9
9SS/18 (Pz)	SS-8
9SS/19 (Pz)	same
9SS/10 (Pz-Gdr)	same

Fifth Panzer Army

Lehr/1 (Pz)	OO-22
Lehr/2 (Pz)	same
Lehr/10 (Pz-Gdr)	same

2/7 (Pz)	OO-24
2/8 (Pz)	same
2/17 (Pz-Gdr)	same
116/310 (Pz)	OO-26
116/312 (Pz)	same
116/406 (Pz-Gdr)	OO-25
150 (Pz)	same
3/13 (Para)	PP-27
3/14 (Para)	same
3/15 (Para)	same

Volksgrenadier and Paratroops Units (4-3)

Number	Grid-coordinates
3	UU-30
3	RR-29
3	QQ-28
2	PP-26
1	OO-26
1	OO-25
2	QQ-17
2	SS-15
1	TT-15
1	UU-13
2	UU-11
3	SS-7
3	SS-6

This plan of attack has two advantages:

(1) The American is forced to send most of his reserves to delay the Lehr division.

(2) The German will probably take Bastogne early in the game. Comments should be addressed to Doug Cragoe, 2 Linden La., Springfield, Ill.

Basic Allied Strategy in Afrika Korps

by Frank Russell

My article is concerning the Basic Allied Strategy in Afrika Korps. This will probably help a lot of you wargamers. The Allied player should do whatever he possibly can to slow the German advance. The 2-2SG should (if possible) pull back to the mountains right outside Bengasi. This should stall the Italians and possibly use a supply unit. The main line should be set up on the mountains around and southeast of Mechili. A unit should be set around Tmimi to block the road. The Aussies and Indians should be sent out to sea while the Polish left to guard the Home Base. The next line should be directly outside Tobruch. Finally the line should move east with the heavy armor in Tobruch and lighter inf. out at sea for reinforcements. The German will now have the choice of either attacking Tobruch or moving on down to Alexandria. If the German player takes the first option there will be a 50-50 chance of holding Tobruch

and winning the game. If he does take it he will probably have heavy Italian and some possible German losses. Then by November things should be almost under control. If the German moves against Alexandria you should stall until November. If the case is still hopeless try to inflict heavy casualties on the enemy while saving your armored. They should be taken out to sea to help to Tobruch garrison or, only in almost positive cases, attack him full force. With a little supply luck on the side, you should have the game. Address all comments to Frank Russell, 601 S. Thomas St., Bedford, Pa. 15522. If need be I will play a play-by-mail game to illustrate my point.

Raiding Rommel

by Jim Epperson

Have you ever had your Home Base taken because the German ran a RECCE unit around you at Tobruch? With the following strategy you can turn the tables on poor little Rommel!

Here's how:

1. Has Rommel left you any way to get the Bengasi unit out alive even if you have to attack at 1-5? If so, attack. The importance of your 1-1-7's and 1-1-12's cannot be stressed too much.

2. Delay the Germans as long as possible without too many losses. One way to do this is to place a 4-4-7 on F-16. He cannot get 3-1 unless he uses all of his units. You can gradually withdraw to Tobruch.

3. My set-up for holding Tobruch is to place stacks of 2 1-1-6's and 1 2-2-6 on the squares around Tobruch. If at all possible send out your 1-1-12's to destroy his supply.

An example of this can be shown by what happened in one of the earlier games in which I was the Allied Commander. I had set up the defensive perimeter described in 3. The German had his units spread around me, leaving only one hole in his zones of control. I ran a 1-1-12 through this hole and south. This would not have been possible had he controlled the junction of El Adem. He ran a 7-7-10 after me, leaving himself vulnerable in the north. I then ran onto an escarpment square at the end of my movement allowance. The next turn my November troops came in. With them I formed a line at El Alamein and sent my other 1-1-12 out on another raid. That same turn I captured his Home Base with the first 1-1-12. He was later eliminated. Meanwhile, the other 1-1-12 had taken Bengasi! At this point my noble opponent surrendered.

I would like to say that you should have a line first placed near Bardia, then Matruh, and finally, Alamein. Al-

so, if you can ever do so without having attack at 1-6 with a 4-4-7, destroy his supply.

If he has just one supply unit on the board, attack! 2 turns without supply and that's all for Rommel!

All cut-downs and comments to: Jim Epperson, 3007 Chippewa Dr., Owensboro, Ky.

Wipeout Waterloo

by Bill Smith

Some people say that realism is an unimportant factor in wargaming. At the other extreme, people go all-out to achieve "realism" and end up with a game too complex to play, or at least to enjoy playing. I feel that games should be as realistic as possible while still allowing the participants to have a good time playing. And what gives any general worth his salt a good time? Why, showing his military skills, of course. So a good wargame should be demanding on the players' military skills to the utmost, be realistic, and yet not be impossibly complex.

My "Wipeout Waterloo", as I call it (strictly for want of a better name) is just such a game. Actually, the basic features which make the game what it is are adaptable to other games with only minor modifications. These special features include a shorter time span for each move, multiple commanders, limited intelligence, simultaneous movement aided by a processor and a time-lag on information. Also, the game would take days to play in person, but by mail could be used (up to two years for the whole game).

TIME: Each move takes one hour, not two. Movement and road bonuses are halved.

MULTIPLE COMMANDERS: The French side has three players, using Napoleon, Ney, and Grouchy HQ units. Napoleon acts as Supreme Commander as well as being in direct control of some troops. The Prussians have Blucher and Zieten; the A-A, Wellington and Orange, with Blucher and Wellington in control of their own armies but neither in control of the other. Troop allocations to commanders within an army are made by that Army's Supreme Commander.

LIMITED INTELLIGENCE: Each unit has a eight radius of two or three squares, within which it sees all other units. HQ's will have a larger radius because the commanders of the HQ's get information about friendly and enemy units by seeing them. Terrain and interposed units vary the sight radius accordingly. Besides direct vision, information may be received from messengers as described below, and

provisions for scouts and spies can be made.

SIMULTANEOUS MOVEMENT: Both sides move at once. What they actually do is write orders describing the moves and send them to the processor, an impartial non-participant. He actually makes the moves, providing for battles and ensuring that enemy units do not stop on the same square, etc. In general, the processor is in charge of the conduct of the game.

TIME-LAG: Information is of three types: unit positions & movements, combat results, and messages and/or orders between unit commanders. The commander sees all units within the sight radius of his HQ immediately, and gets most of his information that way. Suppose, however, that there are units outside the sight of the HQ which are visible to units attached to the HQ. That unit would send a message to the HQ, giving the positions. (Since no real persons command individual units, the processor would send the message instead. The time it takes for the message to arrive is determined by the distance it must travel. Combat results are handled the same as positions. For messages between the commanders, the sender writes the message and sends it, along with a description of the route to be used, to the processor. The processor moves the messenger until it reaches its destination HQ, then passes it along. It is also possible to intercept messages by placing the messenger in an enemy zone of control, but only when there are no friendly units with it, or after such escorts have been removed by combat.

You can see that the skills of war are much more necessary in this game than in normal games, and the realism is orders of magnitude higher. As for the processor, he gets the brunt of the complexity, but organization and one or two assistants will make the work load quite tolerable, even on a long-term p-b-m basis.

In connection with this game, and any other p-b-m competition, the use of map overlays simplifies matters hugely. Marking in positions and movement is much easier than the cumbersome O.B. sheets. Transparent acetate sheets are merely taped (drafting is best but with care others won't hurt the board) over the board, two reference squares are drawn in to permit reorientation by the receiver, and units are drawn in. If using acetate or other transparencies, nylon - or felt-tipped markers are used to mark --- but make sure they are satisfactory before buying as some types of acetate won't take markings. The sheets I have are 8 1/2 x 11", so two or three are necessary for a complete move. So what -- just

use as many as you want. If using opaque paper with hexagons printed on it, the main terrain should be included, as it won't be visible under the paper on the board.

In case there are so many units on a square that it would be too much to indicate them all in the square, simply mark the positions outside the square and draw an arrow pointing to it:

Movement may be indicated by arrows or by colorcoding. Each move consists of a sequence of one-square moves, each in one of six possible directions. Assign each direction an arbitrary color; for example, let blue mean "east" and red mean "northeast." Then a blue dot next to a unit means "move one square east"; two blue and a red would be two east and one northeast; etc. Something of this nature would be almost essential in the game of Waterloo I described.

Comments, suggestions, and questions are welcome. I will try to acknowledge all of them. If you would be interested in playing "Wipeout Waterloo" by mail, contact me; if enough enthusiasm (seven players willing) exists. A game will be organized, with myself as processor. This will be a long range effort (about 2 years, maybe more), and the nature of the game is different, so think twice about this; but if you are interested, contact me (before I think twice about it), Bill Smith, 303 Rexley Hall, 52 Massachusetts Ave., Cambridge 39, Mass. 02139.

Waterloo Desertion Ridiculous

by G. Waldo Miller

Of all the games Avalon Hill has produced in its short but illustrious history, most wargamers seem to agree that Waterloo is by far the best game for strategic and tactical maneuver. However, there is one great flaw in the rules which really weights the game in favor of a French victory and is at the same time both unrealistic and historically inaccurate. This flaw is the supposedly tremendous value of Brussels to the armies of both Prussia and England. Granted it was important, but hardly to such proportions that its fall or besiegement would cause mass desertion in either army.

At present it is theoretically possible for the French player to lose roughly 40% (80 factors) of his total force while destroying only 1% (2 factors) of the P-A-A army and still win the game by defection. Anyone can see it is thoroughly ridiculous for an army to lose 40% of its force while leaving a numerically superior foe undamaged and in a

position to rip into its supply lines. Not only that, but in the real campaign Blucher's supply lines would hardly have been endangered by the fall of Brussels and Wellington could've laid new supply lines to Prussia or Hanover.

Secondly, the historical situation at the time precluded such a high desertion rate as two (2) P-A-A's for every one (1) factor the French sent toward Brussels. Napoleon had for years previous to this dominated Europe and his treatment of the conquered peoples (especially the Germans) had been far from exemplary. The Germans (Prussians & Hanoverians) hated Bonaparte and would hardly have deserted just because he took one "French" city (Belgium had been part of France). Wellington's English troops adored him and as Wellington put it "They will not run away and it will take a long time to kill them all". In fact the only troops in either army which might have deserted just from the fall of Brussels were the Dutch-Belgian troops under Wellington, who were "the scum of the earth--enlisted for the drink."

Thus, one realizes that some change is needed in the desertion rule which will maintain the games challenging and varied chances for tactical and strategic maneuvering while at the same time making the game more accurate and realistic and perhaps even more challenging.

Having considered this problem for some time and having tested several different ideas and theories on increasing the game's accuracy and realism, which include: (1) only Dutch-Belgian defection, (2) no defection at all, (3) defection of only the Anglo-Allied Army, or (4) lowering the defection to one P-A-A for every one French factor that gets off the board to Brussels, I have come to the conclusion that a 1-for-1 desertion rate is by far the most superior plan. It forces Napoleon to fight and win a battle with one army or the other before advancing towards Brussels; it gives the Allies a chance to take the initiative or attempt to join forces and fall back; thus, one finds exactly the same choices as confronted the real commanders in the actual campaign.

I would be pleased to hear comments, suggestions, etc. from any of you who have them on my plans or just on Waterloo in general. Write to: G. Waldo Miller, 28 Rosemont Avenue, Lewiston, Pennsylvania 17044.

"Phaw" on Perfect Plans

by Tom Bosseler

It seems to me and all other people with a credible sense of skill in wargaming that "perfect plans" have com-

pletely dominated our games. Ever since Karl "Frankenstein" Knabe II created his little jewel: Plan Red, people from all over the country have been piecing together their own "infallible plans."

These people must be real men! What they are claiming is that in one turn they can and will destroy all opposition from any type of player. What? You say that these so-called plans aren't designed to completely wipe an opponent all over the board on the first turn? Well, why in the basement of Mr. Hill's plant in Avalon don't they continue the plans to cover other turns besides the first one? Are these plans designed to beat all players who are so restless they can only sit still long enough to complete the first turn? No? You say that they are good for beginning set-ups? Eh bien, why is there no order of battle, no general plan, no outline of key points, no major timetable, no nothing? What kind of beginning is this?

Sometime after Plan Red or Blue or however it was christened, a plan to break the original plan was developed. It was even hairier than Knabe's plan was. Completely filling an entire column of good printing space this "article" pointed out that it was expedient to advance (here it comes) "one square at a time." The author obviously was not only conservative he was ultra-reactionary.

Putting all kidding aside, however, I feel that "perfect plans" are the perfect answer to the person who doesn't know what is coming off anyway. (The only useful purpose a perfect plan has besides decoratively lining the round file is in direct defiance of another "perfect plan.")

Now, for all you people who are saying "obviously this guy has 140 I.Q. points on me, so what does he do to win?". I'm introducing a "longrange plan." Don't panic yet! It is taken primarily from the plan in Tactics.

I feel that when making a plan the following should be considered:

- 1) An order of battle does much to hasten you into the victor's corner. Most importantly, it allows you to fit the units to the terrain instead of packing the terrain in under the units.

- 2) A general plan gives you a sense of continuity, a feeling of worth, and above all something to plan with. It allows you more time to worry about tactics and the stale potato chips.

- 3) Key points are important in every game you ever played or will play. They tell you what should be defended and what should be relinquished or what should be taken and what should be passed-by.

- 4) Previous records show you the eccentricities of your opponent. Does he attack beachheads, does he defend

cities vigorously, does he read minds, and does he expect to come to your house next game? These are all answered by your notes of previous games.

To you people who insist that after the first turn of their perfect plan they will play things as they come I leave an old proverb;

Those who wait to cross a river when they come to it usually find no bridge and often find no way back.

--General Custer to his aide, 1876.

Comments: Tom Bosseler, 23908 Califa, Woodland Hills, California 91364.

Are AH Games and The General Doomed?

by Scott P. Duncan

In an attempt to see what interests AH games have engendered in the subscribers of the General, I have compiled a listing of articles into eleven categories (the ten games on sale at the time I wrote this plus a category for general gaming principles, etc.). GAK and GOOD GRIEF!! Are you all interested in attaining that dubious goal known as "the perfect troop placement"? It would appear so because over one-fourth of all General articles to date have been on listing exact troop placements and set arrangements to win (27% to be exact). Games like D-Day and Tactics-II have been almost exclusively dealt with in this manner (75% and 80% of the articles on these games have been "perfect" setups). Stalingrad, the most popular game topic to date, has been involved in 33% of this panic!!

Why do I consider this and give this article such a discouraging title? Because this is just what may happen and I'm not joking around!! Chess has become an almost impossible game because of "book-knowledge" which makes it impossible for a person to get anywhere without years of study (and this is only one game); the same sadistic impulse to win seems to be part of the AH-gamer's intention. Winning is fine, but (as Marc Nicholson once pointed out) what do you have when you're all setup with a sure victory? It's just fortunate that AH keeps turning out games or there'd be no place to turn to for more interest. I recall a letter printed in the General which was originally written to Carl Knabe; a club (?) which specialized in 97% chances of winning all games!! The information was supposedly to be turned over to AH but who wants such stuff? The company doesn't want to ruin the market by announcing perfect winning patterns; why play then? The players don't want to play a game if it is common knowledge that they can be beaten! What is

gained by all this intellectual analysis and mathematical precision? Somebody gets the satisfaction of having figured out one of the games, and that's all.

Must this continue? It looks like many people are of the same opinion as myself: it shouldn't. The articles concerning general principles of strategy and tactics seem to have increased in the neighborhood of almost 75% throughout Volume 2 of the magazine (articles by people such as Myron Brundage, not to mention his new series on the Nine Principles of War, Carl Knabe, Tom Bosseler, and David Whiskeyman--to name a few--indicate the new trend). However, each new game brings two or three such "perfect plans" into being and, strangely enough, often these plans come out only a few months after the game does--very little time to come up with any real understanding of a game unless one plays constantly.

Let's have more articles of a general nature! Such articles are of much greater value in understanding concepts that can be transferred from game to game. It's like a novice player in chess who has everything memorized up until the 23rd move, BUT NOW WHAT DOES HE DO??? Many fine articles have come out with general principles for individual games, also: let's just try to avoid any 1, 2, 3 explanations of how to win. As has been noted in several articles, most of these plans have been defeated by a sound knowledge of basic game principles!! Comments: Scott Duncan, 2508 Highland Avenue, Broomall, Penna. 19008.

The N3F Games Bureau

A games activity in which many readers of the GENERAL may be interested is the N3F Games Bureau, an organization which is devoted to the play of games of skill of all types, and the dissemination of information concerning same. Its members participate in tournaments and "friendly" games through the mails, meet at each other's homes for face-to-face matches, study and publish information on both old and new games which are not widely known, test games over the board and publish the results, discuss and test suggested rule changes to established games, etc.

The Bureau consists of several Divisions encompassing specific games or families of games--i.e., the Chess, Diplomacy, Fairy Chess, Go, Jetan, War Games (which includes the Avalon Hill family, among others), and General Games Divisions. A Card Games Division is currently under consideration.

Magazines published by the Bureau and its Divisions include THE GAMESLETTER (the official organ of the Bureau); THE GAMESMAN (a general

games magazine); YE FAERIE CHESSEMAN (devoted mainly to Fairy Chess); BARAD-DUR (Diplomacy Division); and ORTHANC (Diplomacy Division). In addition, two new magazines, OSGILATH (Diplomacy Division) and BLITZ (Chess Division), are in preparation, as are several rulesheet portfolios containing five games each. THE GAMESMAN and YE FAERIE CHESSEMAN are available by subscription or contribution of material; the Diplomacy Division magazines are available only to members of the Division or by subscription.

Regular membership in the Games Bureau is at a nominal cost; regular members are entitled to discounts and rebates on the subscription magazines, etc., and receive 12 issues of THE GAMESLETTER as well as occasional special games magazines. There is also an Associate membership open on a limited basis. Persons interested in the Bureau, its publications, or its activities should write to Don Miller, 12315 Judson Road, Wheaton, Md. 20906.

AH Club Index Now Under Preparation

As every General subscriber knows, just looking at the Opponents Wanted section at the back of every issue will disclose at least a dozen Avalon Hill clubs of one type or another. But no single issue contains every club in existence, and trying to find the organizations among the individuals is often very difficult. The beginning player hardly knows where to start.

To try to solve this problem, G3, a private organization headed by Ralph Fellows, is now preparing a list of all the Avalon Hill clubs interested in being included. This listing will be a quarterly magazine on a subscription basis. For a modest fee, any organization or individual involved in wargaming is welcome to have its name and address inserted for one year. Information included should be: Name of organization or individual, address, type of games played (any brand or type, not just AH, is welcome), method of playing (by mail, in person, or whatever), and whether there are any specifics that a possible member should know (such as age limits, number of members, and time of year business is most active).

All subscriptions and entries should be sent to G3, Ralph Fellows, Tremont St., Duxbury, Mass. 02332. All arrivals before June 1st will be included in the July issue (mailed about June 20th). If business is brisk, there may be a late summer extra edition put out around August 1st. In any case, issues will be mailed in June, September, December, and March. Deadlines for

entries will be the first of each month of issue. The entry fee allows for changes in listings or wordings during the course of the year.

Doubles Tournament

The organization of Penna. Wargamers is proud to announce its second annual PBM tournament. Last year's tournament is quickly drawing to a close with the top 6 entrants fighting it out for the lead, led by Peter Suwak of Washington, Pennsylvania.

All AH land battle wargames can be used for competition but each team must own at least 3 games jointly. Latest rules will be used for all games and will be further explained before the first round begins.

Play is double elimination in a sense. The team plays 2 sets of 1 game with each partner playing a different side. Let's say the game is Stalingrad. Your partner takes the Germans and you take the Russians and then play your assigned opponents who are in the same situation. This way your team plays both sides and who can argue play balance? A team gets 3 points for every win and 1 point for every loss it incurs. However if a team loses both ends of a series that are eliminated from competition. A team gets a special bonus of 2 points for eliminating another team. The tournament ends July 31, 1967 at which time the team scores will be tallied up and trophies awarded to the top 3 teams.

When you decide which games both you and your partner own and the order in which you want to play them, send this information along with a self-addressed stamped envelope and a \$1 entree fee per team, (you may enter more than once but must have a different partner) to P.O.W. (Pennsylvania's Organized Wargamers) 128 Warren St., Sayre, Penna.

All those unable to find partners may write to POW, 516 E. Diamond St., Hazelton, Penna.

Wargamer's Newsletter

The meteoric and fascinating growth of wargaming has been exemplified by the growth of Donald Featherstone's "Wargamer's Newsletter". It is now in its fourth year of publication, beginning in April, 1962 with a mere 24 subscribers. It now has over 500 subscribers in all parts of the world including Australia, New Zealand, Italy, Spain and to soldiers serving in Aden, Borneo and Vietnam. For information we suggest that you rush your inquiry to: Donald F. Featherstone, 69 Hill Lane, Southampton, England.

Question Box

Questions for Blitzkrieg:

Q. If the attacker gets automatic victory conditions on an unit next to a city square, can he use the city for port movement or air transport that same turn?

A. Yes.

Q. What happens if the attacker is using only artillery and the attrition table calls for a loss of one attack factor?

A. Use substitute counter to facilitate elimination of 1 artillery combat factor.

The "Tank"

The Tank is the official magazine of the Multiple Commander Play-by-Mail League. It will be printed (approximately) every six weeks, except between the months of June and September, inclusive. As such we will publish all official announcements as to games, rules and changes thereof, and other official announcements. We will also print articles of general interest -- we would be most pleased to receive articles and letters from our readers. We will have a column for advertising -- essentially similar to that in the Avalon Hill General. For information, write: George Phillips, 1561 Burton House, 420 Memorial Drive, Cambridge, Mass. 02139.

Zip Club

The ZIP CLUB is flourishing and growing. New members are being accepted. The purpose of ZIP is (1) to arrange games between members and/or a club tournament among members, both using the new percentage win scoring system. (2) to engage other clubs as a group and/or individually. You can enter any or all 4 activities mentioned. Also, for those who are within in-person range, (Monroe County) a further information service branch will be established. We plan to put notices in games sold in this area, thus contacting more than just subscribers. A reply is guaranteed. Contact: Keith W. Oschman, 5 Pleasant Way, Penfield, New York 14526, LU 6-4896.

Organization of Intercollegiate Wargaming

This organization has been set up to answer the need for some sort of organized body to promote and regulate competition between collegiate wargame clubs. In addition, the Federation will publish a magazine or newsletter of some sort.

Where Avalon Hill Games Are Available

The following names of retail stores supplement the list printed in the last issue (Vol. 2, No. 5). These lists represent dealers who have stocked

Avalon Hill games recently. If your favorite dealer has not yet been listed, drop us his name and address so that we may include him in the next printing.

The Toy Shop 1023 - 12th Street Sacramento, California	Jini's Beverly Bicycle Shop 9121 S. Western Avenue Chicago, Illinois	11019 Winner Road Independence, Missouri	5 John Street Horsick Falls, New York	Harrison J. Hays 6206-08 Pennsylvania Avenue Pittsburgh 6, Pennsylvania
Birdies Toy House 1259 Broadway Walnut Creek, California	Museum of Science & Industry 57th Street & Lake Michigan Chicago, Illinois	Lash Day, Inc. 18700 Tucker Street Beltsville, Maryland	O'Connell's 24 N. Niagara Street Tonawanda, New York	J. Spokane & Company 1108 - 8th Avenue Pittsburgh, Pennsylvania
Navy Exchange U. S. Naval Station Long Beach, California	Frank's Games, Toys & Hobbies 111-13 N. Main Street Crystal Lake, Illinois	Leavitt & Pierce 1316 Massachusetts Avenue Cambridge 38, Massachusetts	S. Klein Dept. Store 2500 Central Park Avenue Yonkers, New York	Kraus Department Store 810-14 Parade Street Erie, Pennsylvania
Navy Exchange U.S. Naval Postgraduate School Monterey, California	Marshall Field & Company 111 N. State Street Chicago 90, Illinois	Jordan Marsh Company Boston, Massachusetts	Cliff Book Service 1211 Wickspeck Drive Ashbury Park 11, New Jersey	Joseph Horne Company 501 Penn Avenue Pittsburgh, Pennsylvania
Mile High Game & Toy Co. 1619 W. 32nd Street Denver, Colorado	Follett's & Southworth Rurdue Book Store, Box 515 West Lafayette, Indiana 47906	Saltmarsh's 777 Purchase Street New Bedford, Massachusetts	Ulbrich's 448 Main Street Buffalo, New York	Shank & Little 513 Market Street Harrisburg, Pennsylvania
Albin's Hobbies & Toys 1030 N. Hollywood Way Burbank, California	Walt's Hobby & Model Shop 32 W. Clinton Street Joliet, Illinois	Harry Orusky & Company 5301 - 12 Street Detroit, Michigan	E. J. Kurvies, Inc. #55 431 Boston Post Road Portchester, New York	Emerson Company 1633 Chestnut Street Philadelphia, Pennsylvania
Plaza Toyland 3561 Plaza Mall Riverside, California	Ed Schock's Toy & Hobby Shops 6220 Carrollton Avenue Indianapolis 20, Indiana	Hobby Hub 426 Frandor Avenue Lansing, Michigan	Sratanos Book & Stationery Co. 134 E. Main Street Rochester, New York	Navy Exchange U. S. Naval Service Newport, Rhode Island
Woody's Toy Circus 19th & L Street Bakersfield, California	Ace Leather Company, Inc. 1048 Prospect Street Indianapolis 3, Indiana	Campus Bike & Toy Center 514-16 E. William Street Ann Arbor, Michigan	L. Silverman & Sons 2616 Avenue U Brooklyn, New York	Merry-Go-Round 242 Thayer Street Providence, Rhode Island 02906
Dunham, Carrigan & Hayden Kansas & Division Streets San Francisco, California	W. K. Stewart 550 South 4th Avenue Louisville, Kentucky	Phillips Book Store 111 East Main Bozeman, Montana	E. J. Korvette, Inc. #50 2795 Richmond Avenue Staten Island, New York	Navy Exchange NAAS Chase Field Beville, Texas 78102
The T. Eaton Co., Ltd. St. Laurent, Quebec, Canada	Capt. John F. Hargrove 76th Radar Sq. - Sage-ADC Snow Mt. A. P. Station Fort Knox, Kentucky	Gilkey's Office Supply & Stat. 4 East Main Street Bozeman, Montana	George's Bicycle & Toy Mart 271 Nassau Boulevard Garden City South, New York	Layman Inc. 426 Perkins Ext. Memphis, Tennessee
The T. Eaton Co., Ltd. Edmonton, Alberta, Canada	Porteous Mitchell & Braum Co. 522 Congress Street Portland, Maine	Sgt. Louis Zocchi 139 Belvedere Circle Biloxi, Mississippi	Bob's Hobby Shop 16 Snowden Avenue Ossining, New York	Peli - Buchorn 445 East on South Temple Salt Lake City, Utah
Toy House 44 S. Garfield Alhambra, California	R & R Family Gifts 1534 Wealthy Street, S. E. Grand Rapids, Michigan	Womrath's of Hackensack 314 Main Street Hackensack, New Jersey	S. Klein Dept. Stores #4 111 Hempstead Turnpike West Hempstead, L. I., N.Y.	Benning Bookshop 416 Main Street Bennington, Vermont
Susand Toy & Hobby Shop 7850 - 18 Harchel Avenue La Jolla, California	Pop's Discount 210 E. Belvedere Avenue Baltimore, Maryland	Diana Stores Corporation 7801 Tonnelle Avenue North Bergen, N. J. 07047	Corner Book Store 109 N. Toga Street Itasca, New York	Research Analysis Corporation Westgate Research Park Rt. 123 McLean, Virginia
Levine's 121 F. Pikes Peak Colorado Springs, Colorado	Ship's Store Officer USS Arcadia (AD-23) Dromfield Yd. East Boston, Massachusetts	Jack & Jill 12 E. Palisades Avenue Englewood, New Jersey	Bloomingdale Brothers Lexington Avenue - 50th Street New York, New York	The Hobby Sport Shop Lexington Avenue Huntingdon, West Virginia
Will's Book & Stationery Co. 113 S. Elm Street Greensboro, N. Carolina	St. Paul Book & Stationery Co. 6th & Cedar St. Paul, Minnesota 55101	S. Klein Dept. Stores #10 675 Route #1 Woodbridge, New Jersey	Toyland 1405 Lloyd Center Portland 12, Oregon	The Don Marche 3rd & Pine Seattle, Washington
May - D & F 16th & Tremont Denver, Colorado	The Bookshelf, Inc. 1037 Cl. Plain Avenue Needham, Massachusetts	Alvanzo P.O. Box 3 Westfield, New Jersey	Burrows Bros. Guardian Co. 419 Euclid Avenue Cleveland 14, Ohio	Gimbel Brothers, Inc. Dt. Milwaukee, Wisconsin
Donald F. Featherstone 69 Hill Lane Southampton, Hants, England	Martin's Games, Inc. 263 Pierce Street Birmingham, Michigan	F. A. O. Schwarz 745 Fifth Avenue New York, New York	Book & Card Mart 10 South Main Street Wilkes Barre, Pennsylvania	Moseley's, Incorporated 24 East Millfin Madison, Wisconsin
Rey's Toys 16 S. Hinckley Avenue Hinsdale, Illinois	Englewood Toy & Hobby Shop, Shop	Henry Silverstein 83 Central Avenue Albany, New York	Civil War Times Illustrated 102 York Street Gettysburg, Pennsylvania	Midvale Plaza Hobby & Toy Shop 521 S. Midvale Boulevard Madison, Wisconsin 53711

You subscribers who feel there is a definite need for some regulatory body to give collegiate wargaming a firm and permanent basis, should contact: Walter Guerry Green III, Chief of Staff, Wargames Team Commandant, Duke University Company of Wargamers, Post Office Box 5847, Duke Station, Durham, North Carolina.

More Game Spoofs

\$quander, Avalon Hill's first attempt at a spoof, has received excellent reception from the mass consumer audience. While holding very little appeal to most of you subscribers because it is out of the realm of complex games, its success with the mass consumer has procreated additional ideas for new games from Avalon Hill's own design staff. Some of the better ones considered for publication are:

ADULTHOOD - a game of survival. Each player starts off in Childhood. He then becomes a Teenage Hood and finally, if he can skip over the Draft-age squares, becomes an adult hood

and wins the game. Game comes complete with black shirts and white ties. Tournament game includes 36" switch-blade bolo knife. Game is priced so high that players will have to steal it to play it. Based on realism, game takes 21 years to play.

TAX EVASION - fast paced erasing game. Players move around playing board (form 1040) erasing their gross income. Player who best manipulates tax-loss carryovers, padded expenses, capital gains and joint returns to his favor wins an all-expense paid trip to Fort Leavenworth.

UTOPIA - exciting welfare game. Object is to work as little as possible. Only healthy, strong-bodied persons are allowed to purchase the game. Players race around playing board in taxicabs to collect unemployment, medicare, welfare and social security. Winner is the player who accumulates enough welfare so that he can open up a business of his own cashing welfare checks of other unfortunates. Embarrassed losers must wear Goldwater

campaign buttons. Winner becomes presidential advisor.

Subscriber Discount...

The Coupon shown below is for the benefit of the full-year subscriber. As soon as you have accumulated 4 such coupons, 1 each from this and succeeding issues, you are entitled to a \$1.00 discount applied to the purchase of any Avalon Hill game.

Here's how it works

Each coupon is worth 25¢. But one coupon alone does not entitle you to a 25¢ credit. You must accumulate 4 different coupons before taking advantage of the \$1.00 credit. When you have accumulated 4 coupons, then you clip them all together and send them in with your order for an Avalon Hill game. When ordering in this manner, you simply send us a check or money-order for \$1.00 less than the usual retail value of the game.

Coupons can be used towards the purchase of games, parts, play-by-mail equipment and the General. They are valid only when ordering direct from the Avalon Hill Company. Coupons are not redeemable at retail outlets.



Survey of Game Titles

Because Avalon Hill cannot decide which new games to publish next, they are leaving that choice up to you. In the space below, check off the title you wish to see published as soon as possible. Please check one title only. (If none appeal to you, write in your preference on the line provided.) In alphabetical order they are:

- ☐ Basketball Strategy
- ☐ Battle of Britain (World War II)
- ☐ Guerilla Warfare (fictional game based on Vietnam action)
- ☐ Guns of August (World War I conflict)
- ☐ Korea
- ☐ Jutland (World War I Naval campaign)
- ☐ Shakespeare
- ☐ Vietnam

(your choice)

More on Kampf

Want the facts behind the Avalon Hill games you play, or would like to play? Try Kampf. Kampf contains the story behind the battle, supported by all the facts a wargamer could want. Available now are; Ardennes Offensive 1944-45, The Battle for France 1944, and Weapons of World War II. For price and subscription information on these 24-60 page pamphlets, write Kampf, 8512 5th Ave., Brooklyn, New York 11209.

Murderer's Row Quieted in Contest #12

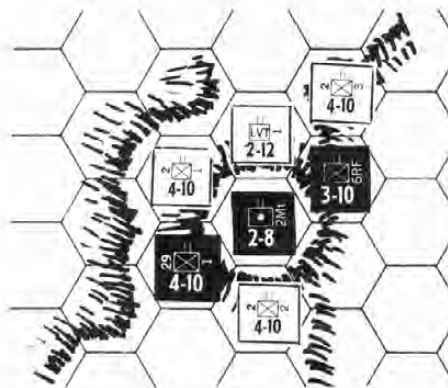
The following subscribers did a fine job holding Avalon Hill bats in check. The embarrassment was so great that Avalon Hill has disbanded their ball

team and returned to the wargame table en masse. Winners are:

1. Chris Hoyt, 269 A Randolph Ave., Grand Forks AFB, No. Dakota.
2. Scott A. Lutrey, 845 Mildred Ave., Balto., Md.
3. James Conkling, 52 Cable Lane, Hicksville, N.Y.
4. Gary Olson, 5200 W. Wolfrant St., Chicago, Illinois.
5. Fred Way III, 501 11th Ave., Huntington, W. Va.
6. Peter Nelson, 1316 Sicard St., Marysville, California.
7. Gary Dziatko, 139 Adelaide St., Hartford, Conn.
8. Rick Elfbrandt, 1109 S.W. 6th Ave., Ontario, Oregon.
9. Robert Renschlein, 2225 Keyes Ave., Madison, Wisc.
10. William C. Bishop, 794 Bedford St., Stamford, Conn.

Free Avalon Hill games to you all.

CONTEST NO. 13



4517 Harford Road, Baltimore, Md. 21214. Entries must be postmarked no later than June 13, 1966. Print your name and address clearly and make sure you list the game you wish as winning prize. Those who do not wish to mutilate their magazine may send a copy or photostat. Naturally, only one to a customer allowed.

Ten winners will be named. Winning entries will be those who have eliminated all Red Units, or come closest to doing so.

Select Stock from this Group

Ampex	Goodyear	Polaroid
Chrysler	I.B.M.	Goodrich
Food Fair	Korvette	White Motor
Ford	Motorola	Zenith
Gen. Elec.	Sears	Gen. Dynamics

OPERATIONS SHEET

ATTACK UNITS	DEFENDING UNITS	ODDS	STOCK
2/2 Inf.	29/1 Infantry	1 to 1	
2/1 Inf.	2 Mountains	1 to 1	
1-LVT			
2/3 Inf.	6 RF Infantry	2 to 1	

Name _____

Address _____

City _____

State _____

Prize _____

It is a do or die situation for The U. S. Marines in Guadalcanal. The Japs are holed up on Mt. Austen. To win the game the U. S. player must eliminate all three Jap Units from Mt. Austen.

The Operations Sheet lists the battles exactly as they are to be fought. All you have to do is to select the Stock that is to act as the die-roll for each of the three battles. You must select three different Stocks from among the group listed below.

The judges will consult the sales-in-hundreds column for the closing N.Y. Stock Exchange transactions of Monday, June 13, 1966 found in the Tuesday morning paper. The last digit of the sale-in-hundreds column will be matched up against the Guadalcanal Basic Game Casualty Play-by-Mail Table for result of combat. Because Jap Units have no retreat routes, retreats will be considered eliminations instead.

This contest is free to all subscribers. Simply fill in the Operations Sheet and mail to: The Avalon Hill Company,

new ads, for each su
the 15th of the mo
the following issue.